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quadtree <near/2> notation

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quadtree <near/2> (notation or coding or encoding or encode or represent*) and vertex

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Visualization, 1995. Visualization '95. Proceedings., IEEE Conference on , 29 Oct.-3 Nov. 1995

Page(s): 135 -142, 446

[\[Abstract\]](#) [\[PDF Full-Text \(1148 KB\)\]](#) **IEEE CNF**
2 A new region expansion for quadtrees*Ang, C.-H.; Samet, H.; Shaffer, C.A.;*

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 12 Issue: 7 , July 1990

Page(s): 682 -686

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1 Parametric surface interpolation
Lounsbery, M.; Mann, S.; DeRose, T.;
Computer Graphics and Applications, IEEE , Volume: 12 Issue: 5 ,
Sept. 1992
Page(s): 45 -52

[\[Abstract\]](#) [\[PDF Full-Text \(500 KB\)\]](#) **IEEE JNL**

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Computer Graphics and Applications, 2001. Proceedings. Ninth Pacific Conference on , 16-18 Oct. 2001

Page(s): 180 -188

[\[Abstract\]](#) [\[PDF Full-Text \(1354 KB\)\]](#) **IEEE CNF****2 Efficient coding of non-triangular mesh connectivity***Kronrod, B.; Gotsman, C.;*

Computer Graphics and Applications, 2000. Proceedings. The Eighth Pacific Conference on , 3-5 Oct. 2000

Page(s): 235 -242

[\[Abstract\]](#) [\[PDF Full-Text \(520 KB\)\]](#) **IEEE CNF****3 Mesh median filter for smoothing 3-D polygonal surfaces***Yagou, H.; Belyaev, A.; Daming Wei;*

Cyber Worlds, 2002. Proceedings. First International Symposium on , 6-8 Nov. 2002

Page(s): 488 -495

[\[Abstract\]](#) [\[PDF Full-Text \(1296 KB\)\]](#) **IEEE CNF****4 Surfaces: polygonal mesh simplification with bounded error***Kalvin, A.D.; Taylor, R.H.;*

Computer Graphics and Applications, IEEE , Volume: 16 Issue: 3 ,

May 1996

Page(s): 64 -77

[\[Abstract\]](#) [\[PDF Full-Text \(1892 KB\)\]](#) **IEEE JNL**

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Volume: 3 , 26-29 Oct. 1997

Page(s): 94 -97 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(500 KB\)\]](#) **IEEE CNF****2 A low bit-rate video codec based on two-dimensional mesh motion compensation with adaptive interpolation***Pohsiang Hsu; Liu, K.J.R.; Chen, T.;*Circuits and Systems for Video Technology, IEEE Transactions on ,
Volume: 11 Issue: 1 , Jan. 2001

Page(s): 111 -117

[\[Abstract\]](#) [\[PDF Full-Text \(280 KB\)\]](#) **IEEE JNL****3 A general method for preserving attribute values on simplified meshes***Cignoni, P.; Montani, C.; Rocchini, C.; Scopigno, R.;*

Visualization '98. Proceedings , 18-23 Oct. 1998

Page(s): 59 -66, 518

[\[Abstract\]](#) [\[PDF Full-Text \(2196 KB\)\]](#) **IEEE CNF****4 Face model adaptation with active tracking**

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 [Print Format](#)**1 Superimposed dichroic microstrip antenna arrays***James, J.R.; Andrasic, G.;*Microwaves, Antennas and Propagation [see also IEE Proceedings-Microwaves, Antennas and Propagation], IEE Proceedings H, Volume: 135 Issue: 5, Oct. 1988
Page(s): 304 -312[\[Abstract\]](#) [\[PDF Full-Text \(784 KB\)\]](#) **IEEE JNL****2 Optical restoration at the wavelength-multiplex section level in WDM mesh networks***Karasan, E.; Goldstein, E.;*

Photonics Technology Letters, IEEE, Volume: 10 Issue: 9, Sept. 1998

Page(s): 1343 -1345

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1 Adaptive mesh generation for surface reconstruction: parallel hierarchical triangulation without discontinuities

Tanaka, H.T.; Kishino, F.;

Computer Vision and Pattern Recognition, 1993. Proceedings CVPR '93., 1993 IEEE Computer Society Conference on , 15-17 June 1993

Page(s): 88 -94

[\[Abstract\]](#) [\[PDF Full-Text \(716 KB\)\]](#) **IEEE CNF**

2 Handle and hole improvement by using new corner cutting subdivision scheme with tension

Akleman, E.; Jianer Chen; Eryoldas, F.; Srinivasan, V.;

Shape Modeling and Applications, SMI 2001 International Conference on. , 7-11 May 2001

Page(s): 32 -41

[\[Abstract\]](#) [\[PDF Full-Text \(968 KB\)\]](#) **IEEE CNF**

3 A simple algorithm for adaptive refinement of tetrahedral meshes combined with edge elements

Olszewski, P.; Nakata, T.; Takahashi, N.; Fujiwara, K.;

Magnetics, IEEE Transactions on , Volume: 29 Issue: 2 , Mar 1993

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4 Adaptive sampling and reconstruction for discontinuity

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Page(s): 22 -27

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Algorithms and Architectures for Parallel Processing, 1995. ICAPP 95. IEEE First ICA/sup 3/PP. IEEE First International Conference on , Volume: 2 , 19-21 April 1995

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Image Processing, 2001. Proceedings. 2001 International Conference on , Volume: 2 , 7-10 Oct. 2001

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[\[Abstract\]](#) [\[PDF Full-Text \(416 KB\)\]](#) **IEEE CNF****2 Constant-time neighbor finding in hierarchical tetrahedral meshes***Lee, M.; De Floriani, L.; Samet, H.;*

Shape Modeling and Applications, SMI 2001 International Conference on , 7-11 May 2001

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Volume: 33 Issue: 1 , Jan. 2003

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[\[Abstract\]](#) [\[PDF Full-Text \(1235 KB\)\]](#) **IEEE JNL****2 Skip Strips: maintaining triangle strips for view-dependent rendering***El-Sana, J.; Azanli, E.; Varshney, A.;*

Visualization '99. Proceedings , 24-29 Oct. 1999

Page(s): 131 -518

[\[Abstract\]](#) [\[PDF Full-Text \(828 KB\)\]](#) **IEEE CNF****3 Finding the k shortest paths***Eppstein, D.;*Foundations of Computer Science, 1994 Proceedings., 35th Annual
Symposium on , 20-22 Nov. 1994

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[\[Abstract\]](#) [\[PDF Full-Text \(904 KB\)\]](#) **IEEE CNF****4 Computing the constrained Euclidean, geodesic and link centre of a simple polygon with applications***Bose, P.; Toussaint, G.;*

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